

## GAME OF CHANCE

### CROSS REFERENCE TO COPENDING APPLICATION

[101] The present application is related to co-pending application entitled Methods For Generating Random Numbers and filed on the same date as the present application.

### BACKGROUND OF THE INVENTION

[102] Games of chance wherein individual players compete for a prize by casting lots, dice or the like have been known and used for centuries. Unlike games of this type, the present invention is directed toward a game wherein a limited number of players have gained entry by purchasing rights of use and, after all purchases have been made, one and only one player wins and obtains the benefits of all of the rights of use of all players. The winning player is selected by a random process originated by both a predictable and a non-predictable event.

### SUMMARY OF THE INVENTION

[103] In accordance with the principles of this invention, one hundred identical cells displayed for viewing by potential purchasers are arranged into ten identical columns of ten cells each and ten identical rows of ten cells each.

Each cell in each column is then identified by displayed digits numbered sequentially from zero to nine. The cells in like positions in each column are all identified by the same digit. Each cell in each row is then identified by displayed digits numbered sequentially from zero to nine. The cells in like positions in each row are all identified by the same digit. At this point, each cell is identified by one pair of digits. Hence each purchaser can

identify the position of the cell or cells purchased only by their special ordering. This first arrangement of digits can be entered manually or by computer. This arrangement can remain displayed or can be erased.

. Each player purchases rights to one or more cells and each purchased cell is identified by its owner. All cells have the same individual identical purchase price. All one hundred cells must be sold before the game begins. This sale of one hundred cells constitutes a first predictable event.

At this point, triggered by the first event, two sets of ten digits from zero to nine each are produced by a random process. The first random set is mapped onto the ten columns of cells and is displayed above or replaces the first arrangement. The cells in like positions in each column are assigned the same digit value.

The second random set is mapped onto the ten rows of cells and is displayed above or replaces the first arrangement. The cells in like positions in each row are assigned the same digit value. The display of these random sets of digits constitutes a second arrangement.

A second event having a non predictable result then occurs and causes the generation both of a first random selection of a digit which is coincident with a like digit in each column and a second random selection of a digit which is coincident with a like digit in each row.

The methods for producing the various random sets and random digit selection are described in the co-pending application and are incorporated by reference herein.

This process selects the one cell uniquely identified by these first and second digits. The purchaser of this one cell is the winner.

Various variations of this game can be used to identify multiple winners if desired. The winner or winners receive the total amount of purchases or equivalents other than currency collected for 100 cells, less a commission of, for example, five percent paid to the operator of the game.

Methods and processes for obtaining random digits and digit sequences are explained in the aforementioned co-pending application.

#### BRIEF DESCRIPTION OF THE DRAWINGS

[104] The attached drawing illustrates in partial cutaway format the ten like horizontal columns of ten cells each and the ten like rows of ten cells each with appropriate sequential digit identification.

#### DETAILED DESCRIPTION OF PREFERRED EMBODIMENT

[105] Referring now to the drawing, displayed on a computer screen or on a chart, one hundred identical cells displayed for viewing by potential purchasers are arranged into ten identical columns of ten cells each and ten identical rows of ten cells each. Each player purchases rights to one or more cells and each purchased cell is identified by its owner. All one hundred cells must be sold before the game begins. This sale of one hundred cells constitutes a first predictable event.

Initially the cells in each horizontal column are identified sequentially by displayed digits from zero to nine with the cells in like position in each column all being identified by the same digit. Similarly, the cells in each vertical row are identified sequentially by displayed digits from zero to nine with the cells in like position in each row being

identified with the same digit. These digits are displayed horizontally on top of the top horizontal column and vertically on top of the extreme left hand row.

. Each player purchases rights to one or more cells and each purchased cell is identified by the appropriate combination of horizontal and vertical digits by its owner. All one hundred cells must be sold before the game begins. This sale of one hundred cells constitutes a first predictable event.

Once the sale of all one hundred cells is completed, the first event occurs. Triggered by the first event, two sets of ten digits from zero to nine each are produced by a random process. The first random set is mapped horizontally onto the top horizontal column above the previously displayed sequentially oriented digits. The cells in like positions in each column are assigned the same digit value in the first random set.

The second random set is mapped vertically onto the extreme left row along side of the previously displayed sequentially oriented digits. The cells in like positions in each row are assigned the same digit value.

A second event having a non predictable result then enables both a first random selection of a digit which is coincident with a like digit in each column and a second random selection of a digit which is coincident with a like digit in each row.

An illustrative second event is a verifiable real world event such as an athletic event, for example a baseball game between two teams, produces a pair of numerical scores. Only the least significant digit from each score is used.

This second event thus enables both a first random selection of a digit which is coincident with a like digit in each column and a second random selection of a digit which is coincident with a like digit in each row.

This process selects the one cell uniquely identified by these first and second digits.

The purchaser of this one cell is the winner.

While the invention has been described with particular reference to the drawing and preferred embodiment, the protection sought is to be limited only by the terms of the claims that follow.